

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions of claims in the application:

Listing of Claims:

1. (Previously Presented) A call processing system comprising:
a switch component to receive incoming telephone calls; and
a client computer system that receives data from the switch component regarding caller identity and generates a customized response in accordance with user defined preferences, the preferences define responses based at least upon an inferred current status of the called user, the inferred current status of the called user is based upon a probabilistic model and at least one of the called user's calendar application, video camera, microphone, keyboard, PDA, vehicle, and GPS.
2. (Original) The system of claim 1, the computer system comprising a call processing component that generates a message to be played to a caller.
3. (Previously Presented) The system of claim 2, the preferences contain user defined rules.
4. (Previously Presented) The system of claim 3, further comprising a preference application programming interface component adapted to receive one or more preferences and store them in a preference store.
5. (Original) The system of claim 2, further comprising a preference execution component adapted to receive and/or retrieve preferences from the preference store and generate a response to an incoming call.
6. (Original) The system of claim 2, further comprising a translation component adapted to translate a message from a first language to a second language.

7. (Previously Presented) The system of claim 2, wherein the call processing component provides for a called user to be notified.
8. (Previously Presented) The system of claim 7, further comprising a context component that determines a called user's context to facilitate selection of an appropriate notification device and means of notification.
9. (Original) The system of claim 8, the notification device including one of a mobile phone, a pager, a personal computer and a personal digital assistant.
10. (Previously Presented) The system of claim 1, wherein the incoming telephone call is parked after it is received to provide sufficient time for response construction..
11. (Original) The system of claim 1, wherein the client computer system is a personal computer.
12. (Original) The system of claim 1, wherein the client computer system is a television set-top box.
13. (Original) The system of claim 1, wherein the client computer system is a gaming console.
14. (Previously Presented) A dynamic call processing system comprising:
 - a means for receiving incoming calls;
 - a means for providing a client device information about a caller; and
 - a means for dynamically constructing a message for the caller based at least in part on a called user's specified rules, the rules are based at least upon an inferred current status of the called user, the inferred current status of the called user is based upon an artificial intelligence model and at least one of the called user's calendar application, video camera, microphone, keyboard, PDA, vehicle, and GPS.

15. (Original) The system of claim 14, further comprising a means of playing the constructed message to the caller.
16. (Previously Presented) The system of claim 14, further comprising a means for notifying the called user of a phone call.
17. (Previously Presented) A method of call processing comprising:
receiving an incoming call;
inferring the current status of a called user;
validating the caller against one or more of the called user's rules, the rules are based at least upon an inferred current status of the called user, the inferred current status of the called user is based upon a probabilistic model and at least one of the called user's calendar application, video camera, microphone, keyboard, PDA, vehicle, and GPS; and
constructing a customized message for the caller.
18. (Original) The method of claim 17, further comprising playing the message to the caller.
19. (Original) The method of claim 17, wherein the call is parked after it is received to provide sufficient time for message construction.
20. (Original) The method of claim 19, wherein a ring tone is simulated while the call is parked.
21. (Original) The method of claim 19, wherein an audio message asks the caller to hold while the call is processed.
22. (Previously Presented) The method of claim 17, further comprising notifying the called user of a call.
23. (Previously Presented) A computer having stored thereon computer executable instructions for carrying out the method of claim 17.

24. (Previously Presented) A method for providing customized call responses comprising:
receiving an incoming telephone call from a caller;
providing a client device caller identification information;
receiving a message from the client device, the message is based at least upon an inferred current status of a called user, the inferred status of a called user is based upon a probabilistic model and at least one of the called user's calendar application, video camera, microphone, keyboard, PDA, vehicle, and GPS; and
playing the message for the caller.
25. (Original) The method of claim 24, wherein the call is received utilizing a telecommunication switch.
26. (Original) The method of claim 24, further comprising parking the call after receiving it to provide sufficient time to receive a message from the client device.
27. (Original) The method of claim 26, wherein parking a call includes simulating a ring tone.
28. (Original) The method of claim 26, wherein parking a call include asking a caller to hold while the call is processed.
29. (Previously Presented) The method of claim 24, wherein the client device applies called user preferences to generate customized messages for each caller or group of callers.
30. (Previously Presented) The method of claim 24, further comprising notifying the called user of the call.
31. (Previously Presented) A computer having stored thereon computer executable instructions for carrying out the method of claim 24.

32. (Previously Presented) A customized call processing methodology comprising:
receiving caller identification information; and
generating a customized message, wherein the message is a function of a particular caller and a specified called user rule, the rule is based at least upon an inferred current status of the called user, the inferred current status of the called user is based upon a probabilistic model.
33. (Original) The method of claim 32, wherein the caller identification information is received from a telecommunication company.
34. (Original) The method of claim 32, wherein the caller identification information is received *via* an instant messaging channel, thereby avoiding interference from firewalls.
35. (Previously Presented) The method of claim 32, wherein the customized message is a notification to the called user..
36. (Previously Presented) The method of claim 32, the called user's status is determined utilizing data associated with one or more software applications stored on the party's computing device.
37. (Original) The method of claim 36, wherein the application is a calendar or scheduling application.
38. (Previously Presented) A computer having stored thereon computer executable instructions for carrying out the method of claim 32.